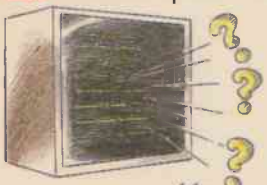
Build a Book About You.

1. Take out the disk and put it in your computer.

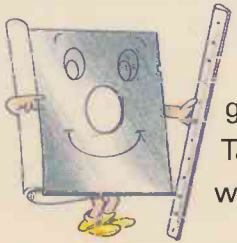
2. The computer asks you some easy questions. How old are you? Where do you live? What's your best friend's name? You can answer those, right? Mom and Dad might want to help you type the answers.



3. Then take the pages of the storybook — have you got them? Ask Mom or Dad to help you load them in the printer.

4. Press the button and watch your book print out. Wow! There's your name! This book is about you!

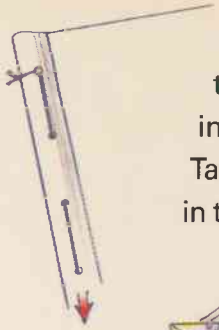
5. Now look in the box for the end sheets — those are the sheets of paper with one sticky side and one blank side. Have you got them? When you take the storybook pages out of the printer, put one end sheet in the front and one in the back, with the peel-off sides up facing out. But don't peel off the paper yet!



6. Line up all the holes so that you can peek through them.

7. Now where's the binding strip? Have you got it? Good. Slip the pages inside the binding strip. Tap it so that all the holes in the binding strip line up with the holes in the paper. Can you still peek through the holes? Good.

over →

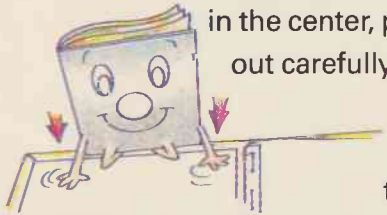


8. Now you need the needle and the thread. Run the thread through the holes and tie it tightly. You may want to ask Mom or Dad to help you here. **9.** The inside of your book is all finished. Now we've got to put the cover on. Take the cover, open it up and peel away the center strip. It's sticky in the center now, so we've got to be pretty careful here.

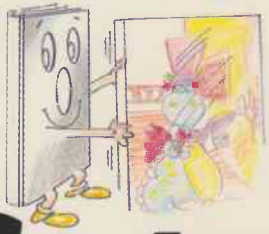
10. Place the pages in the center strip. Make sure they're right in the center.

11. **Now** you can peel away the adhesive backing on the end pages. Carefully.

12. Take your time. No one completes a masterpiece in five minutes. **13.** Holding the rest of the pages right there in the center, press the sticky page to the front cover. Smooth it out carefully. Good. Now do it again for the back page. Very nice work.



14. Your book is almost done! All you have to do to finish is run your fingers up and down the spine to seal the binding. There…that was easy. You've made your very own book — and look, it's a book all about you!



The Scarborough System.

Build a Book™

About You

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Creative Concepts Corp.

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I. Introduction

Build a Book About You will create any number of personalized, fully illustrated, hardbound storybooks for the young people of your choice. A storybook created by *Build a Book* will be treasured for years. To create the storybook, you or your child simply tell *Build a Book* the main character's name, his or her friends, hometown, pets, and so forth. *Build a Book* will then incorporate these facts into a story already on the disk to create the final text. All you have to do is print it out and bind the book. It's that easy.

Inside your *Build a Book* package you will find:

- two full-color page sets for the stories in your packet
- two washable hard covers

- Scratch 'n Sniff stickers if you have *The Mystery of Scented Mountain*
- six printer alignment test pages
- binding materials for two books
- the *Build a Book* Program disk
- a small machine-specific guide that can be found inside the package's Program disk slot
- an order form for additional page sets and covers.

You can purchase additional supplies from your computer dealer to print many more books or you can order supplies directly from Scarborough Systems using the enclosed order form.

WHAT IS *BUILD A BOOK?*

The *Build a Book* package contains all the software and materials you will need to produce one copy apiece of two children's books. Each 8 1/2" x 11" book consists of 32 full-color illustrated pages and a washable hard cover. There are additional stories on the disk. Page sets and covers for the other stories are available by special order.

Build a Book is simple to use. The program will prompt you with a series of menus and questions. You, in turn, will give

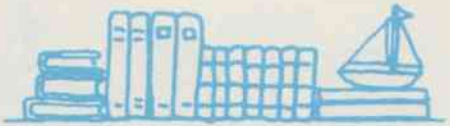
Build a Book information about the young person to be featured in the book you are creating.

HOW DO YOU BUILD A BOOK?

Here is a brief overview of the process of creating a *Build a Book* storybook. For a more complete description, see the chapters that follow.

Step 1.

You will first select FACTS ABOUT CHILD/ENTER OR EDIT *from the program's Main Menu.* The Main Menu appears right after the title screens when you load in the program. (See your machine-specific guide for loading instructions.) A menu, in the computer world, is a list of options. Choosing the first option on the Main Menu will allow you to put in all the necessary information about the child the book is intended for. When you are sure that the information you have entered is correct, you will hit the ESCAPE (ESC) key. This will take you back to the Main Menu.



Step 2.

Next you will choose FACTS ABOUT CHILD/SAVE ON DISK *from the program's Main Menu.* You will want to save the information that has been entered onto the disk so that you can use the same information again for another book or print your book at a later time.

Step 3.

Using the Main Menu's VIEW YOUR BOOK *option and several submenus, you will be able to view the stories that came with your packet.* (The names of the available stories appear on the screen when you select this option.) When you select a story, you will be shown, a page at a time, how the finished story will look when it is printed on paper. When you are through viewing, you will hit ESC to return to the program's Main Menu.

Step 4.

Next you will choose PRINTER SETUP *from the Main Menu.* This will take you to the Printer Setup screen, where you will tell the computer which printer and, if applicable, which printer interface card you have. You must give *Build a Book* this information before you print your book. When you're through, you will press ESC to return again to the Main Menu.

Step 5.

You will now choose the PRINT YOUR BOOK *option from the Main Menu.* You will be asked which story you want to print out; be sure to pick one of the two that your *Build a Book* packet provides page sets and hard covers for. After you have chosen the story you want, you will need to check out your printer using some of the TEST PAGEs that come in your package. This is to ensure that your illustrated pages will be lined up correctly when you print the text. When you have finished testing, you will begin the actual printing of the book, doing one page at a time.

Step 6.

Finally, you will bind your book. For this you will use the printed page set, the appropriate hard covers, pressure-sensitive paper, and the string and needle that are supplied in your packet.

II. The Main Menu

Each time you load in *Build a Book,* the Main Menu will automatically appear right after the title screens. The Main Menu contains a number of options to choose from. (See Figure 1.)

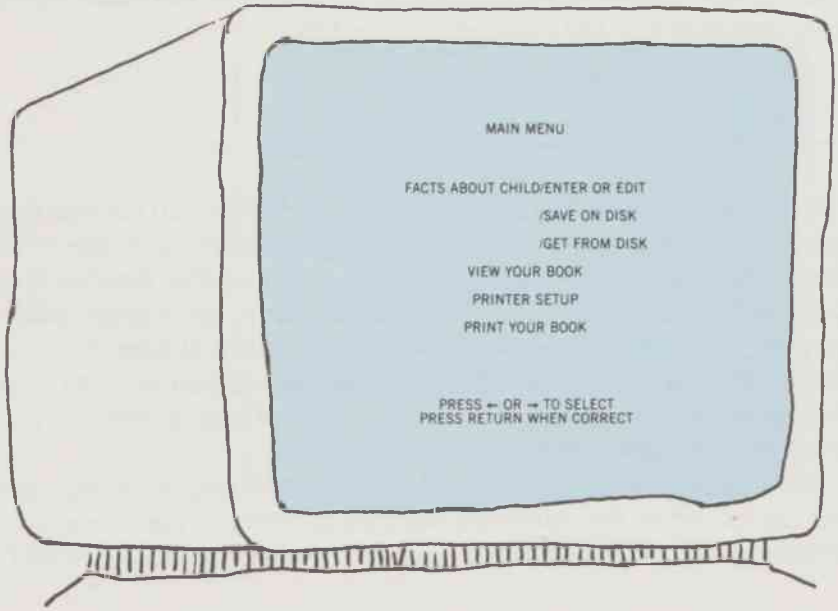


Figure 1.

To move from option to option on the Main Menu, use the right or left arrow key. When the highlighting is on the option of your choice, press the RETURN key. To return to the Main Menu from any point in the program, press ESC.

FACTS ABOUT CHILD /ENTER OR EDIT

This is the first option you should choose. When you choose this option, *Build a Book* will ask you to fill in a series of blanks with information about the young person for whom the storybook is intended. You can also use this option to edit, or change, information. (Your machine-specific guide will tell you how to erase all the information on the screen at once should you want to start over from scratch.) Figure 2 shows a list of the questions you must answer, along with sample responses.

Most of the questions should be self-explanatory. If you are unsure of what the question means, however, you have two choices. You can either press the ? key (remember to use SHIFT)

for help while you are on the ENTER OR EDIT screen, or you can go back to the Main Menu and choose the VIEW YOUR BOOK option to examine the final story created from the facts you've put in about your child. You can then return to the ENTER OR EDIT screen to change the information if you need to. (To fix a mistake in an entry you have made, use the RE-

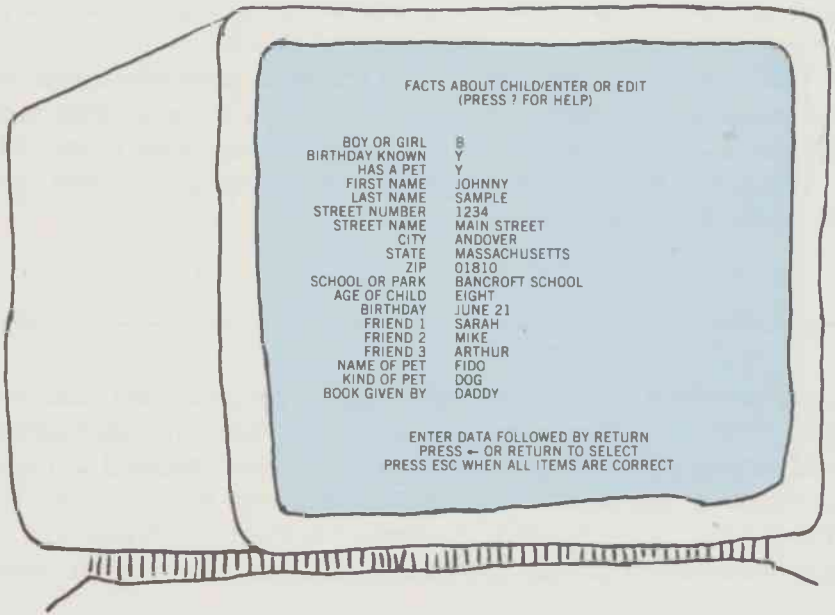


Figure 2.

TURN key to move to the entry you wish to change and the left or right arrow key to move the cursor to the point of the mistake. You can then simply retype the information. To clear the line of any unwanted characters, use the SPACEBAR.)

You might note that if you fail to answer a particular question, the program will supply a "default" answer for you. This is to prevent awkward gaps in the story where information is needed.

When you have finished entering the information, press ESC to return to the Main Menu.

FACTS ABOUT CHILD /SAVE ON DISK

Once you have typed in the information, you will want to save it onto your disk. When you choose this option, the information will automatically be saved. Although it is not required in order to create a storybook, you should take the time to save the information onto the disk, to protect against accidental loss of that information should something go wrong later. Your infor-

mation will be saved in what is called a file; the file will automatically be named for the child you have made the book for.

FACTS ABOUT CHILD /GET FROM DISK

If you have previously saved information onto the disk (see previous option) and wish to use that information again, choose this option. You will be given a directory of names (see Figure 3)

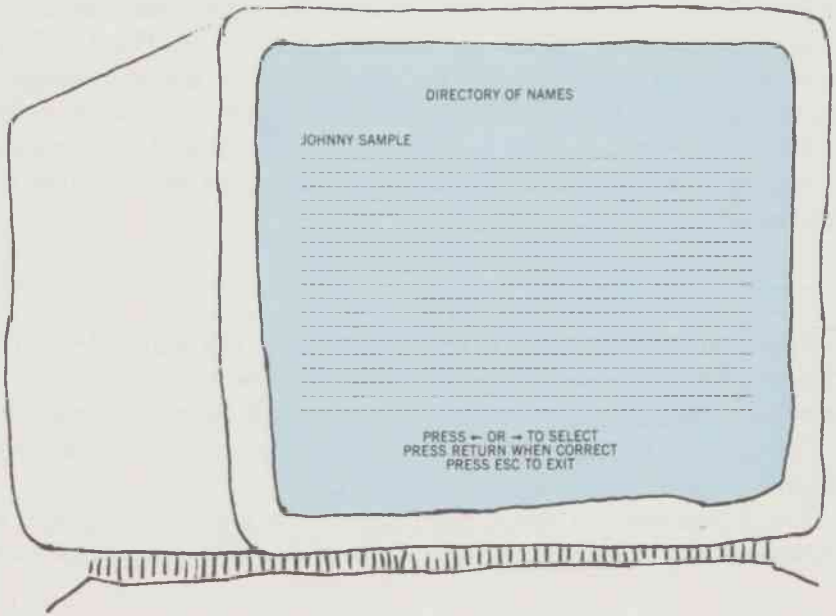


Figure 3.

for the files you created earlier. Using the arrow keys, move the flashing cursor to the name of the file you wish to use and press RETURN. The file will be loaded into the computer's memory, and you will automatically be transferred to the ENTER OR EDIT screen so that you can edit the information or use it to create a new storybook. If you wish to experiment with this option, select JOHNNY SAMPLE. This is a file we have included on the disk. Also, see Chapter IV for more information on how to use the directory.

VIEW YOUR BOOK

When you choose VIEW YOUR BOOK from the Main Menu, the Select a Story screen will appear. You will be shown a listing of stories, two of which you have the materials to make books for.

To choose an option from this menu, use the arrow keys to highlight your choice and press RETURN.

Once you select a story, the information for that story will be automatically loaded from the *Build a Book* Program disk onto

your View Book screen. Using the arrow keys, move your cursor to the first page on the Select Starting Page screen (see Figure 4) and press RETURN.

You are now ready to preview the completed storybook on your screen before you print it on the page set supplied with the *Build a Book* package. You will be shown the storybook one page

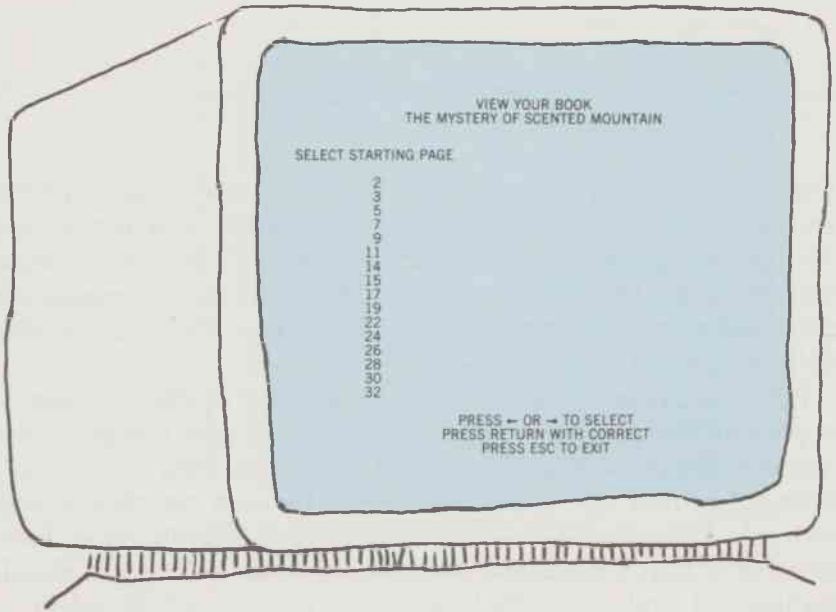


Figure 4.

at a time. Press RETURN to advance from page to page. You may stop viewing at any time by pressing ESC.

PRINTER SETUP

This option allows you to tell *Build a Book* what kind of printer you are using. Before you can print a storybook, you *must* choose this option from the Main Menu. (This doesn't necessarily mean that this is the *first* option you should select from the menu; you must choose it, however, at some point before the actual printing of the storybook takes place.)

When you choose this option, you will first be asked to supply or confirm the number of the slot or device in your computer that contains the printer interface card. You will then be shown a listing of printer types. (See Figure 5.) (To see a complete listing, highlight ***MORE PRINTERS***.) If your printer is one of those listed or is fully compatible with one of those listed, you should highlight it and press RETURN, just as you would select an

option from any other *Build a Book* menu. If your printer type is not on this list, choose SPECIAL. You will then be prompted for additional information about your printer. You should be able to find this information in the manual that came with your printer. See the appendix at the end of this manual for further information.

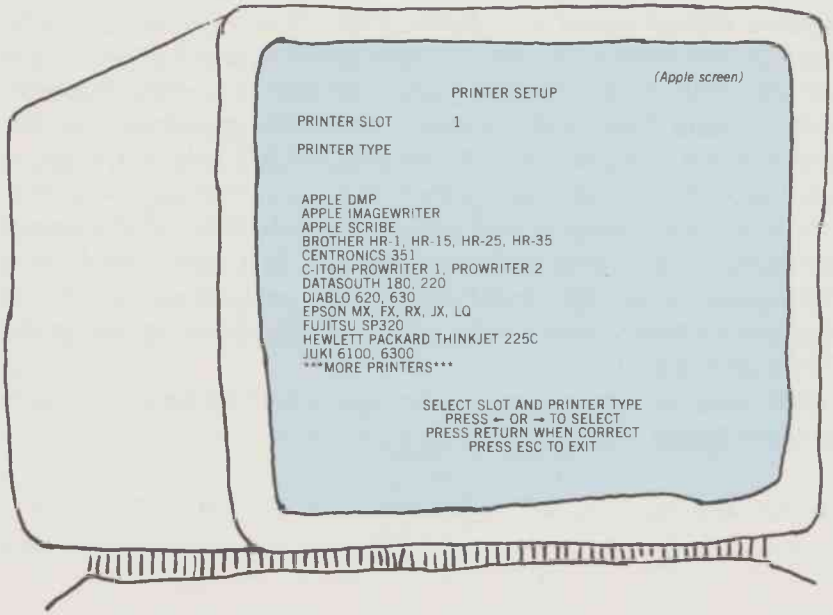


Figure 5.

After you have chosen a printer type, you may be asked about the type of interface card in the printer slot. If you are, you will be given several options to choose from. If you are unsure about whether you have a parallel or serial printer, check your printer manual. Your listing may include a reference to auto line feed control. Auto line feed control moves the printhead on the printer down one line and returns it to the left side of the paper (a carriage return). If your printer does not automatically produce a line feed, *Build a Book* will tell it to do this. (If this seems confusing, don't worry too much about it. Just experiment using plain paper. If the line prints over itself, or you are getting an extra line between lines of text, switch to the other option in the *Build a Book* menu.)

After you have made your selection, you will be returned to the Main Menu.

PRINT YOUR BOOK

When you are finally ready to create a storybook, choose this option. Bear in mind that you must already have told *Build a Book* what type of printer you have, using the PRINTER SETUP. You should have viewed your book as well.

When you select the PRINT YOUR BOOK option from the Main Menu, you will see the Select a Story screen with its submenu. Select the storybook that you wish to print by highlighting your choice and pressing RETURN.

The next screen that will appear, the Select Starting Page screen, lists the page numbers of the storybook that will be printed. Figure 6, for example, shows the screen listing the page numbers for *The Mystery of Scented Mountain*.

Notice that the first option you are given is the TEST PAGE. The TEST PAGE allows you to properly align your paper in the printer prior to printing the book. You should choose this option first.

When the TEST PAGE option is selected, the message PRESS RETURN WHEN TEST PAGE IS READY will appear on the screen.

Find a TEST PAGE in your *Build a Book* package and insert it into your printer. Instructions for inserting the TEST PAGE are

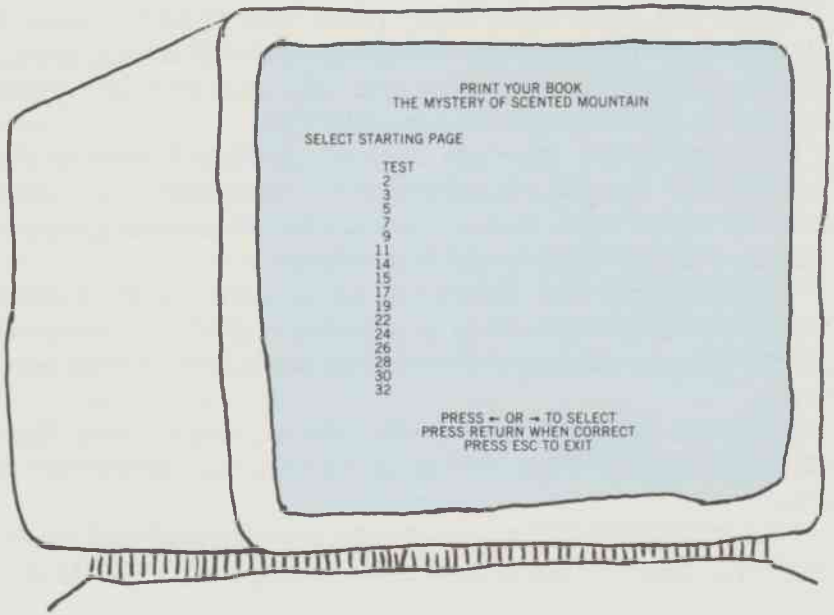

PRINT YOUR BOOK
THE MYSTERY OF SCENTED MOUNTAIN
SELECT STARTING PAGE
TEST
2
3
5
7
9
11
14
15
17
19
22
24
26
28
30
32
PRESS ← OR → TO SELECT
PRESS RETURN WHEN CORRECT
PRESS ESC TO EXIT

Figure 6.

printed on the TEST PAGE itself. Once it is inserted, press RETURN. *Build a Book* will print the word TEST three times on the TEST PAGE and will automatically send you back to the Select Starting Page screen. If the paper is properly aligned, the words will appear within the box in the middle of the page (see Figure 7). If your page looks like the TEST PAGE shown in Figure 8, it is not properly aligned.

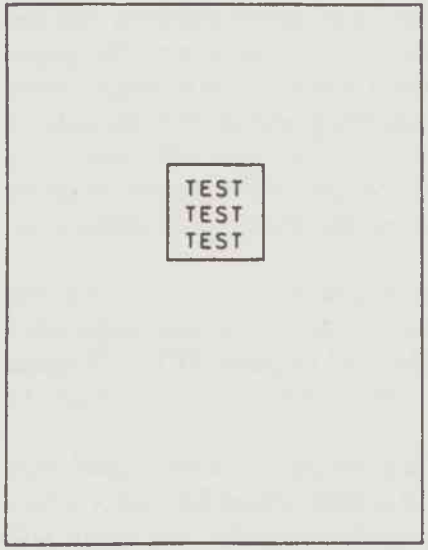


Figure 7. **TEST PAGE with proper alignment**

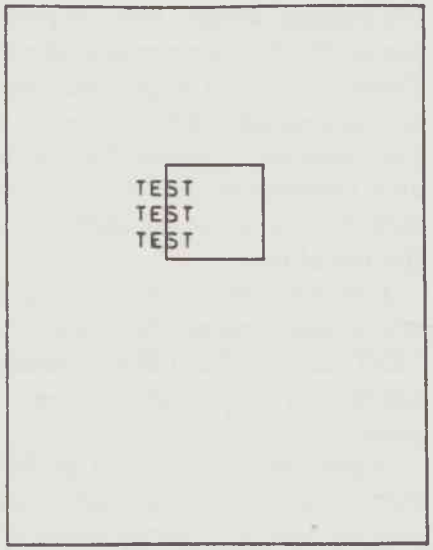


Figure 8. **TEST PAGE with poor alignment**

In the latter case, you must adjust the alignment of the paper in the printer, then use a new TEST PAGE to check the result. If the TESTs appear to the right or left of the box, shift the paper in the printer. If the TESTs appear above or below the box, roll the paper in the appropriate direction when you insert the page. Once the proper alignment has been achieved, you might want to use a small piece of tape to mark the place on the left side of the metal bar holding the paper down. The tape will then serve as a permanent guide for the left margin of the paper. Also be sure to note how far above or below the paper is in relation to the metal bar.

You are now ready to print the pages of the book. Using the arrow keys, move the cursor down, choose the first page after TEST, and hit RETURN. You will be told to press RETURN again when you've put your paper in the printer and are ready to print.

Insert the pages listed at the bottom of the screen (and *only* these pages) into the printer one at a time. Press RETURN when you are ready to print. When a page is complete, the menu will

reappear on the screen, to tell you which page is to be printed next. (Don't remove the paper until this menu reappears, even if your printer pauses for a few moments.) Continue the process as described above. Insert each page in the order shown on the screen and press RETURN to resume printing.

You are now ready to *Build a Book About You*!

III. Binding the Book

To bind a book, you will need:

- one printed page set (32 pages)
- one length of string (to be cut in half, with one half used for each of the two books)
- scissors (not included)
- cover for page set
- binding strip
- a needle
- a flat surface, such as a tabletop
- two pressure-sensitive (sticky-backed) sheets.

(See Figure 9.)

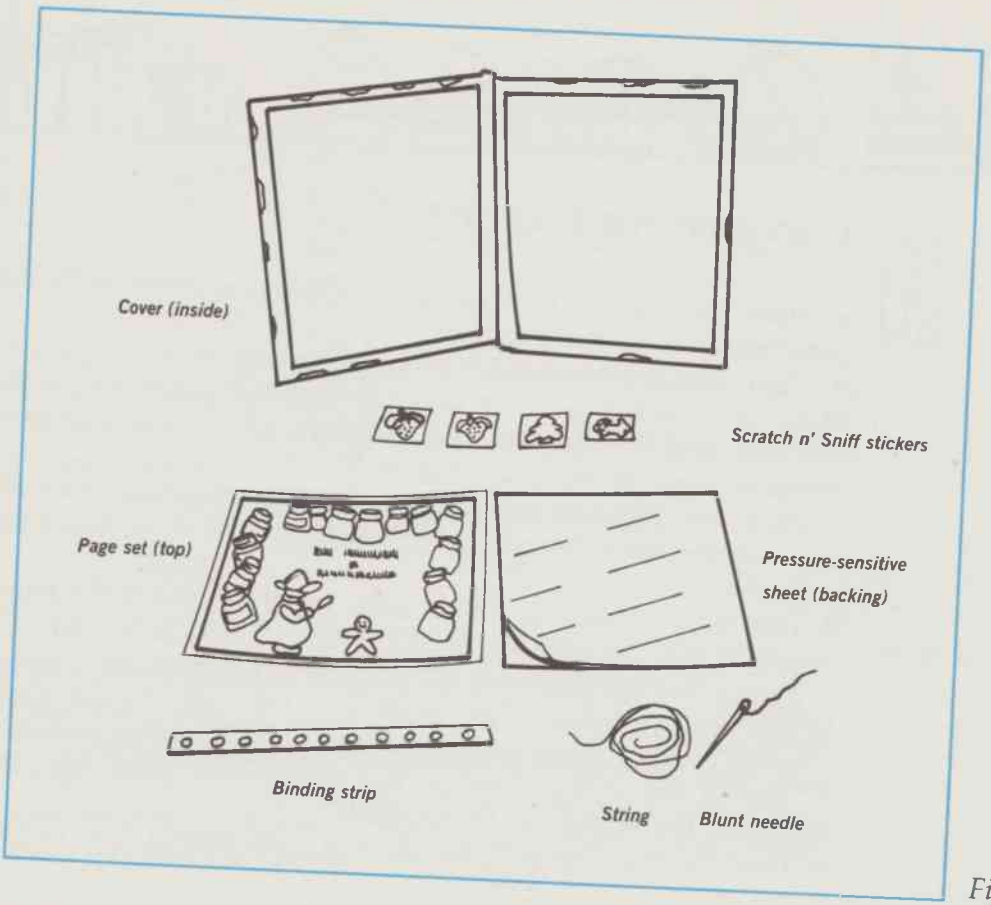

Cover (inside)
Scratch n' Sniff stickers
Page set (top)
Pressure-sensitive sheet (backing)
Binding strip
String
Blunt needle

Figure 9.

1. TO BIND THE PAGE SET

a. Stack the printed book pages in numerical order with the punched holes on the left side.
b. Place one pressure-sensitive sheet on top of the page set. Make sure the holes on the pressure-sensitive paper are on the left side and the backing (the printed) side of the pressure-sensitive paper is facing up (Figure 10).
c. Place one pressure-sensitive sheet under the stack with the holes on the left side and the white side of the sheet facing the page set.
d. Line up the holes on the left side. Tap the edges of the pages against a tabletop until the stack of paper is neat and even.
e. Slide a binding strip over the left side of the page set. Carefully line up the holes in the strip with the holes in the stack. Visually check to make sure that the holes are lined up perfectly.
f. Thread the string through the needle and knot the ends together. The string will be doubled.
g. Hold the page set with the binding strip toward you. Put the

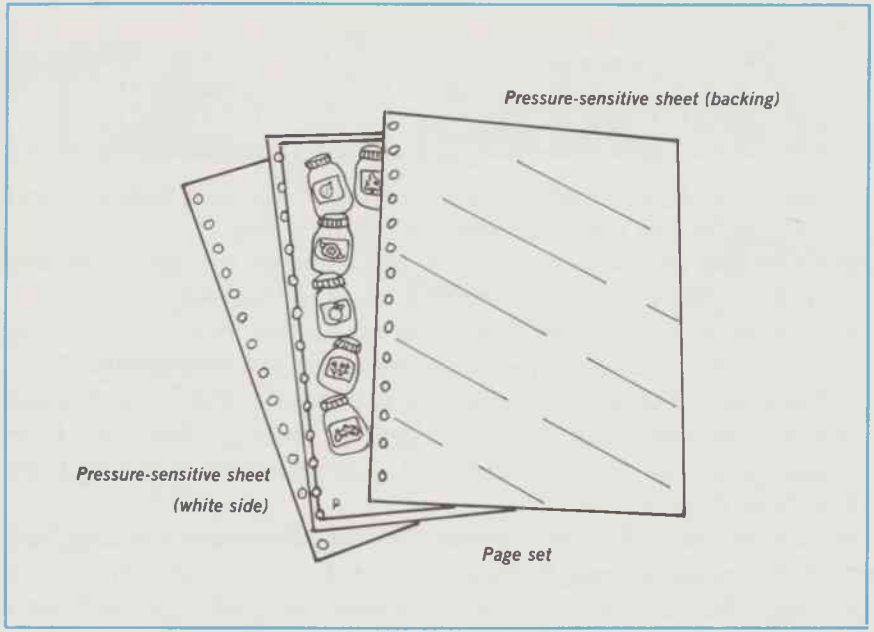


Figure 10.

needle through the top of the first hole at either end of the strip. Pull the string through until the knot is one inch from the strip.
h. Stick the needle between the strings just below the knot. Pull the string through. Tighten the string so that it forms a loop around the outside edge of the strip with the knot on top. This is to make sure that the knot is secure (Figure 11).

i. Insert the needle and string up through the next hole and pull the string all the way through the binding strip.
j. Insert the needle and string down through the next hole and pull the string all the way through the binding strip.
k. Continue steps i and j, sewing across the holes in the strip until you reach the last hole. Sew snuggly but not tightly.
l. Reverse the direction, inserting the needle and strip through the second hole from the end, then up through the third hole. Continue across the strip until you have sewn back through the first hole (Figure 12).
m. Tie off the string by inserting the needle under the knot and pull the string almost through the knot. Then insert the needle through the loop formed by the string and pull tight to form a knot. You should now have a double knot (Figure 13).
n. Cut the excess string about one-half inch from the knot. You are ready to attach the page set to the cover.

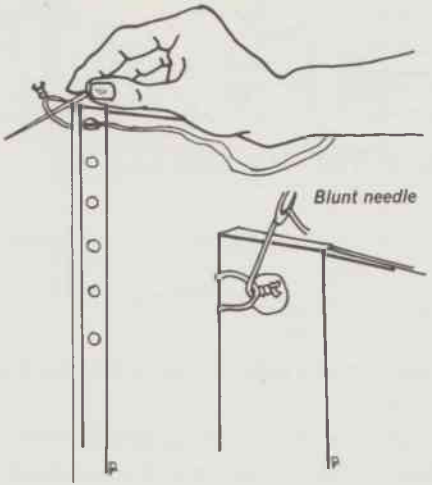


Figure 11.

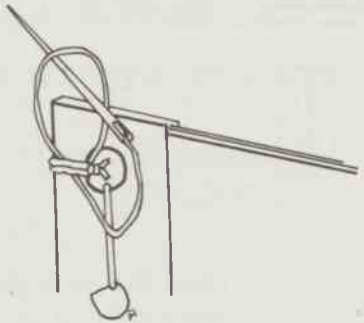


Figure 13.

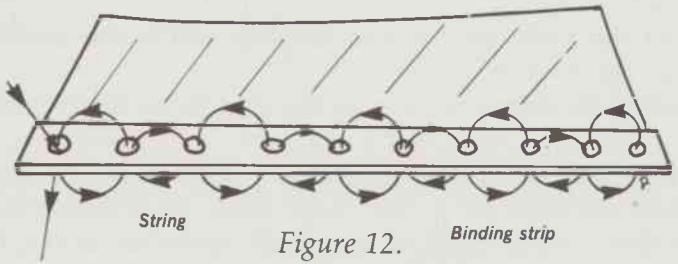


Figure 12.

2. TO ATTACH THE PAGE SET TO THE COVER

(Be sure first that you are using the book cover that matches your page set!)

a. Hold the book with the front cover (the cover with the title on it) right side up and facing you.
b. Open the cover and place it face down on a flat surface. You should see the cardboard side of the cover, not the colored side.
c. Remove the backing from the strip of tape on the inside center of the cover (Figure 14).
d. Hold the page set up and identify where the crease in the spine of the book is.
e. Position the binding strip in the middle of the crease (Figure 15).
f. Gently close the book and press down firmly on the front cover to secure the page set to the cover. Slide your thumb and index finger down both sides of the book spine to secure the tape around the binding strip.

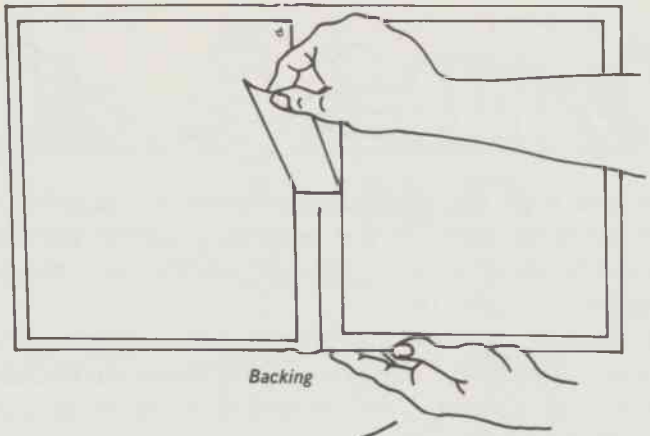


Figure 14.

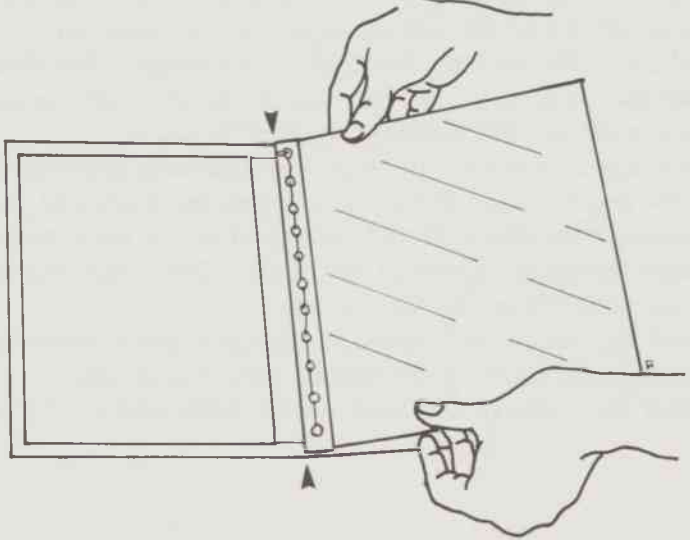


Figure 15.

g. Open your book and carefully peel away the backing from the pressure-sensitive sheet at the beginning of the page set. You can use the binding strip to tear the backing from the pressure-sensitive sheet (Figure 16).
h. Press firmly and close the front cover of the book onto the pressure-sensitive sheet. (Don't worry if there are bubbles in the pressure-sensitive sheet. You can peel back the sheet and press it down again if you are not pleased with its placement.)
i. Peel away the backing from the pressure-sensitive sheet at the end of the page set. Carefully cut away the backing using the binding strip as your anchor (Figure 17).
j. Once again, press firmly and close the back cover of the book onto the pressure-sensitive sheet. Open the book and check that the pressure-sensitive sheet is attached to the back cover.
k. Align the outer edges of the book. Check the alignment by running your thumb across the edges.
l. When the edges are aligned, once again press down firmly on the front cover to make absolutely sure it is secure.
m. Place the spine of the book on the table and gently fold back

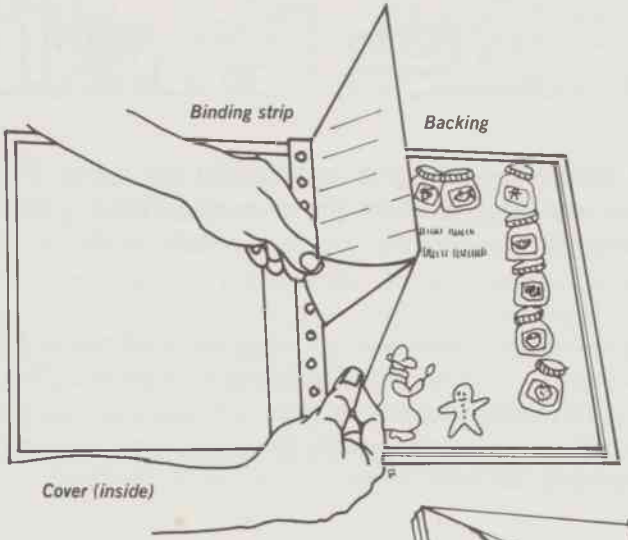


Figure 16.

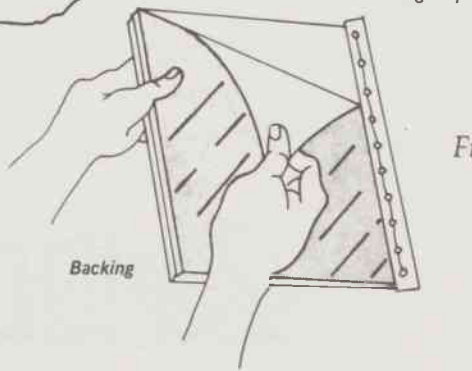
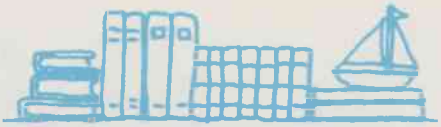


Figure 17.

each side of the cover. This puts a crease in the spine. Pressing slightly, slide your fingers down the creases on both sides of the book to secure the cover to the pressure-sensitive sheet.

Your *Build a Book* storybook is now finished and ready for you and others to enjoy. If you have *The Mystery of Scented Mountain,* place Scratch 'n Sniff stickers in the following locations: one strawberry on the front cover under the detective's looking glass and the remaining stickers on the last page of the book.

IV. Your *Build a Book* Library



You may eventually want to create a "library" of files on the disk for creating personalized storybooks. The *Build a Book* disk can hold 20 different files, each identified by a different name—the name of the child the book is for. When the disk is full and you attempt to save another file, you will be informed that there is no more room. You will then be presented with a menu of the current file names. You must choose one of these files to be replaced by the new file. Press ESC if you change your mind and decide not to replace one of the old files.

Appendix: Special Printer Types

Build a Book allows you to use printers not named on the Printer Setup screen. If you think your printer is compatible with one of those named, choose that printer and try it out first on some plain paper. However, if you are unsure, you can always choose SPECIAL (found by selecting ***MORE PRINTERS***) from the PRINTER SETUP menu, though this means you might have to supply *Build a Book* with some additional information.

That information consists of printer control codes that regulate three printer features: page length, type density, and print quality. Your printer may already be set up to work with the proper

page length for *Build a Book* (66 lines per page) and proper type density (10 characters per inch), but if you wish to use your printer's boldfacing (emphasized printing) capabilities, you will probably need to give *Build a Book* this information.

Somewhere in the manual that came with your printer should be a listing or table of control codes that regulate the various features of your printer. Find the control code for boldface or emphasized print. This should be a decimal number (if it is hexadecimal or octal, convert it to decimal) and may be a string of numbers rather than just a single number.

This number(s) must be entered in the program and be preceded by an escape code (the number 27).

After you select SPECIAL from the PRINTER SETUP menu, the program will ask you how many numbers are in your printer's control code sequence. This will be a number from two to twelve (in this case, two). Enter the appropriate number and press RETURN. The program will then ask you to put in the decimal values themselves. Do so, pressing RETURN after each. If you wish to enter the codes for page length and type density also, be sure to precede them with the escape code.

As an example, suppose the codes for your printer are as follows: boldface, 50; 66-line page length, 51; and 10 characters per inch, 52 and 76. When the program asks you how many numbers are in your printer's control code sequence, you would

type in 7 (27, 50, 27, 51, 27, 52, 76). When it asks you to enter the decimal values, you would type in, in sequence, 27, 50, 27, 51, 27, 52, and 76, pressing RETURN after each number.

You should be aware, though, that your printer might work just fine without entering any codes at all. Just test your printer first on scrap paper, to be sure it is set to work with the proper page length, type density, and print quality.

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